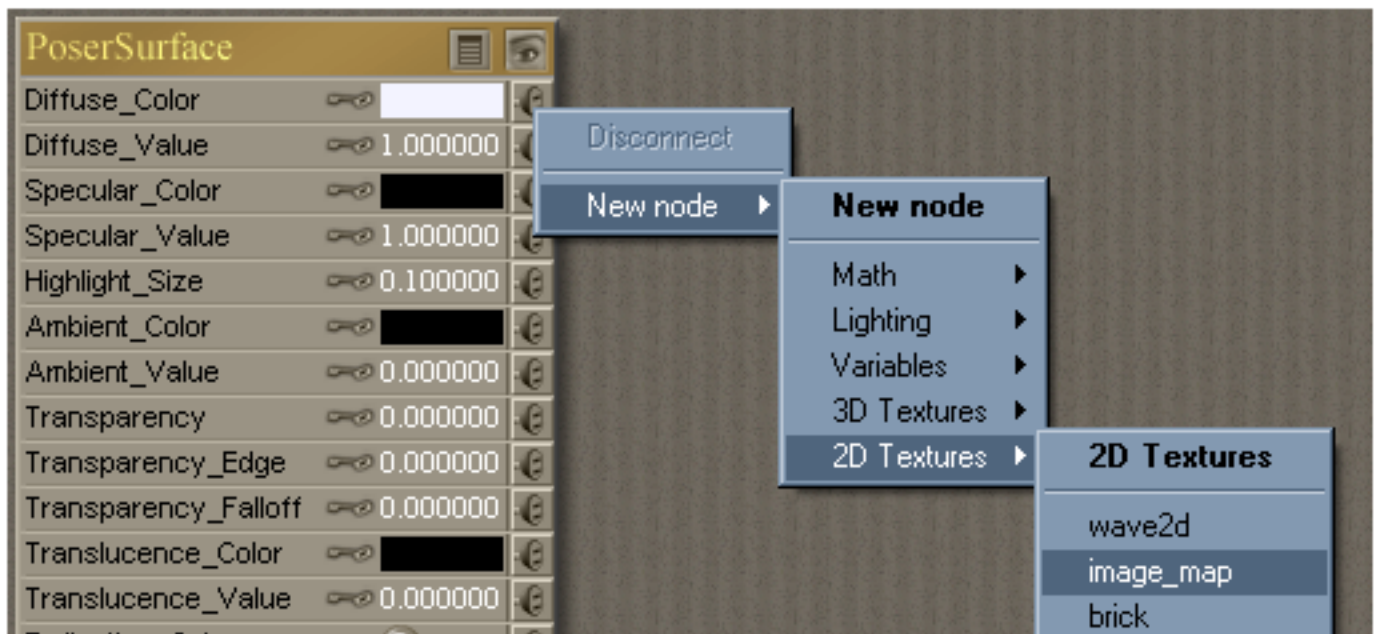


# Setting Up Materials in the Material Room

With your model loaded, click on the materials tab to bring up the Materials Room. You'll probably want to change the diffuse color to white or experiment with tints for your base texture. That's up to you. Just click on the color box next to the desired color and select what you want from the color picker dialog that comes up.

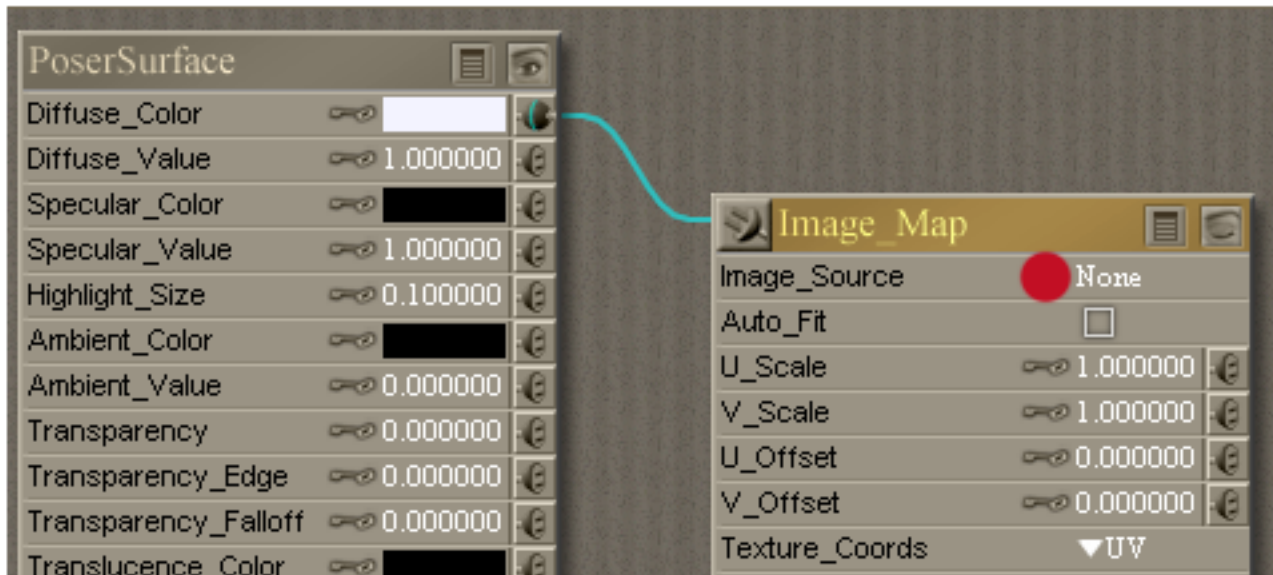


Click the plug icon next to the Diffuse color box, this will bring up the Node menu. You'll want a new node, 2D texture, image map to then apply your texture through.

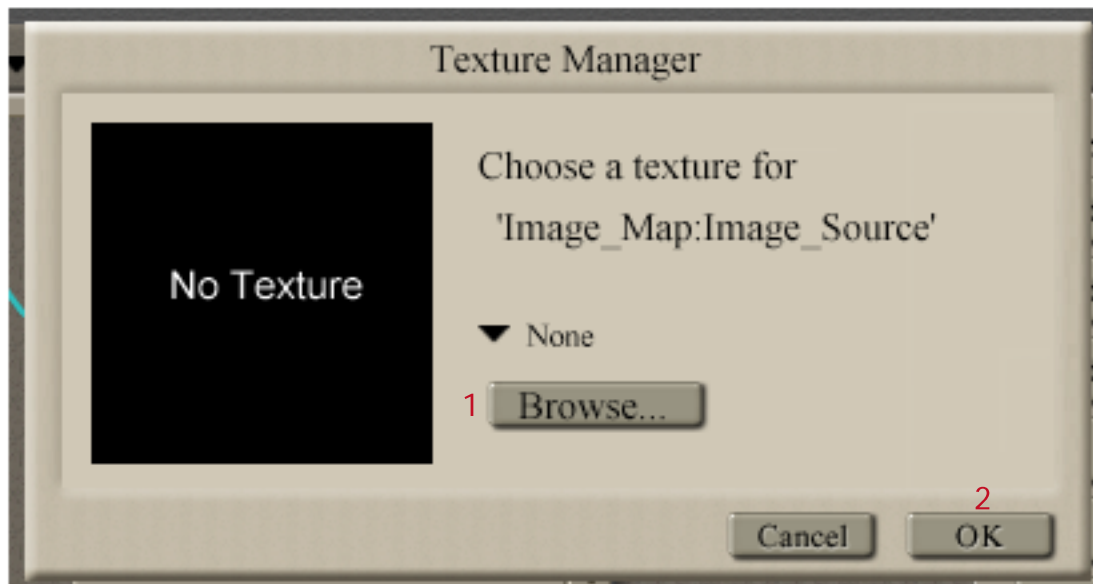


## Setting Up Materials in the Material Room

You should then have the image map node connected to the diffuse channel. Click on None to bring up the texture manager dialog.

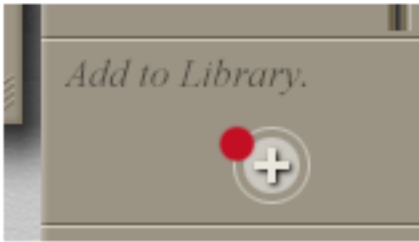


Click on the Browse button, find your texture file (it can be anywhere on your computer for this part...it doesn't have to be in the Poser Runtime)...after this is done, click ok.



For windows, you'll probably want some transparency, you can play with the Transparency values to find what will work best with your texture. This is also where you would connect a transmap the same way you connected the image map above if required for your model.

# Setting Up Materials in the Material Room

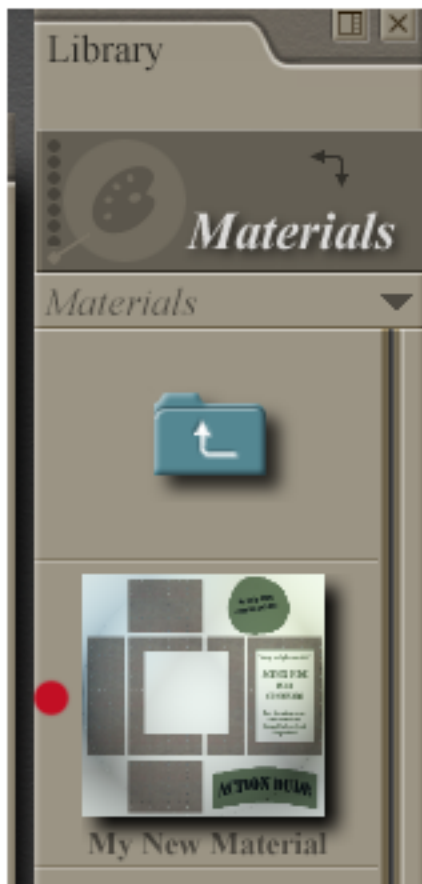


Go down to the bottom of the library menu, and you'll find the Add to Library button.



The dialog should then pop up so you can name your material. If using Poser5, you won't have an option to save as a material collection. (this just saves multiple material zones in one file)

Name your material and click ok.

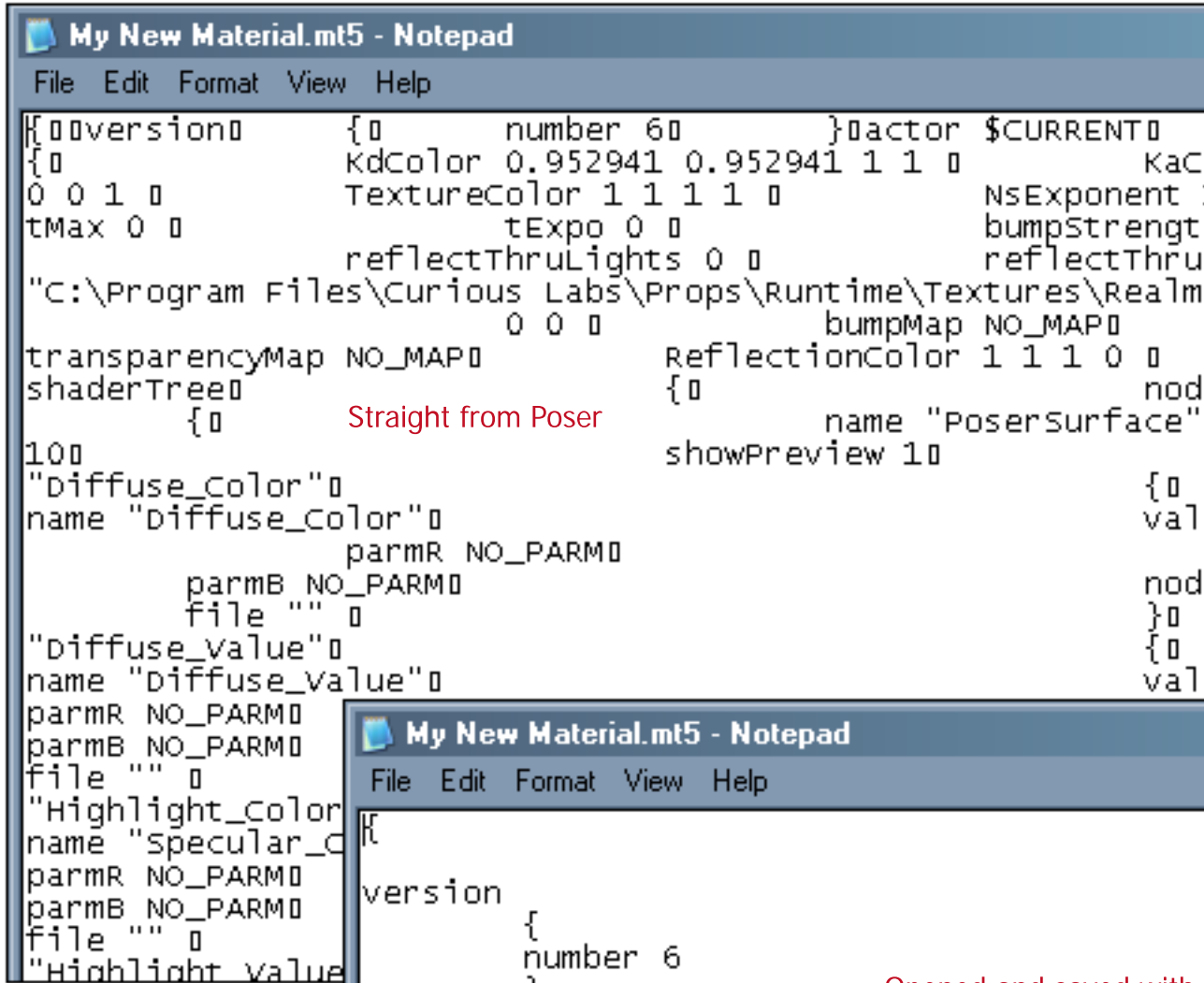


You should now see your newly made material file in the library menu. Now we need to edit the texture reference lines before we can share it. If it's just something for you to use while developing something, you're fine with it as is....unless you go and move where the texture file is.

I generally close poser when editing my files, but this is up to you.

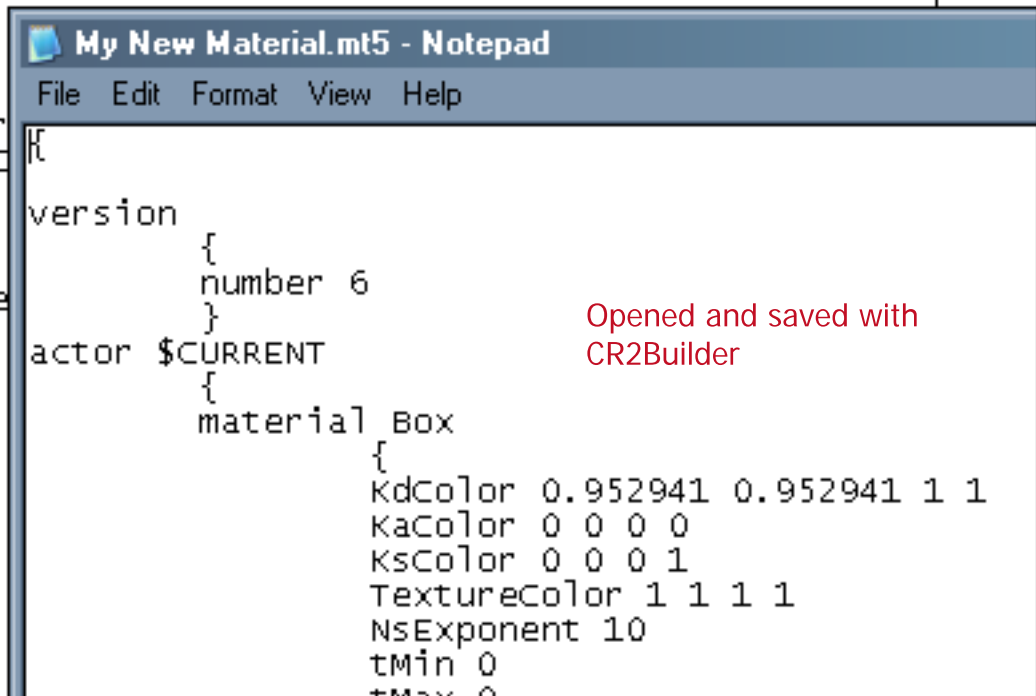
## Setting Up Materials in the Material Room

Open your material file in whatever text editor you have (notepad, wordpad...etc) If the file looks like a bunch of jumbled gobelty-gook....you may want to consider downloading CR2Builder to run your files through so they look more organized to you. (I use CR2Builder all the time...you can also edit Poser files right through it as well)



```
{ version { number 6 } actor $CURRENT { KdColor 0.952941 0.952941 1 1 KaColor 0 0 0 0 TextureColor 1 1 1 1 NsExponent 10 tmin 0 tmax 0 reflectThruLights 0 reflectThruMap "C:\Program Files\Curious Labs\Props\Runtime\Textures\Realm" 0 0 0 bumpMap NO_MAP reflectionColor 1 1 1 0 0 shaderTree { name "Posersurface" showPreview 10 } "Diffuse_color" { name "Diffuse_Color" parmR NO_PARM parmB NO_PARM file "" } "Diffuse_value" { name "Diffuse_Value" parmR NO_PARM parmB NO_PARM file "" } "Highlight_color" { name "Specular_Color" parmR NO_PARM parmB NO_PARM file "" } "Highlight_value" { name "Specular_Value" parmR NO_PARM parmB NO_PARM file "" }
```

Straight from Poser



```
{ version { number 6 } actor $CURRENT { material Box { KdColor 0.952941 0.952941 1 1 KaColor 0 0 0 0 KsColor 0 0 0 1 TextureColor 1 1 1 1 NsExponent 10 tmin 0 tmax 0 }
```

Opened and saved with CR2Builder

# Setting Up Materials in the Material Room

```
reflectThruKd 0  
textureMap "C:\Program Files\Curious  
Labs\Props\Runtime\Textures\Realm\ling\Xmas05\AMToyBox\actn_dude.jpg"
```

Now we need to change the texture reference path from our local machine to something generic that will work for everyone.

Find and replace is a quick easy way to take care of this.

```
reflectThruLights 0  
reflectThruKd 0  
textureMap ":Runtime:Textures:Mytext:actn_dude.jpg"  
0 0  
bumpMap NO_MAP  
reflectionMap NO_MAP
```

It should always start with ":Runtime:Textures: -- then just finish off with the folder(s) you've placed the textures in and the texture itself.

Now you're good to go....just package things up, zip 'em, and stick them out on the web for download.

If you need some help on Poser file setup, you can check out the end of the Matpose creation tutorial I have on my website.

[http://www.realmofsavage.com/matpose\\_5.htm](http://www.realmofsavage.com/matpose_5.htm)

Hope this helps!

Any questions or comments, don't hesitate to drop me a line:

[realm\ling@realmofsavage.com](mailto:realm\ling@realmofsavage.com)